Games for Windows LIVE

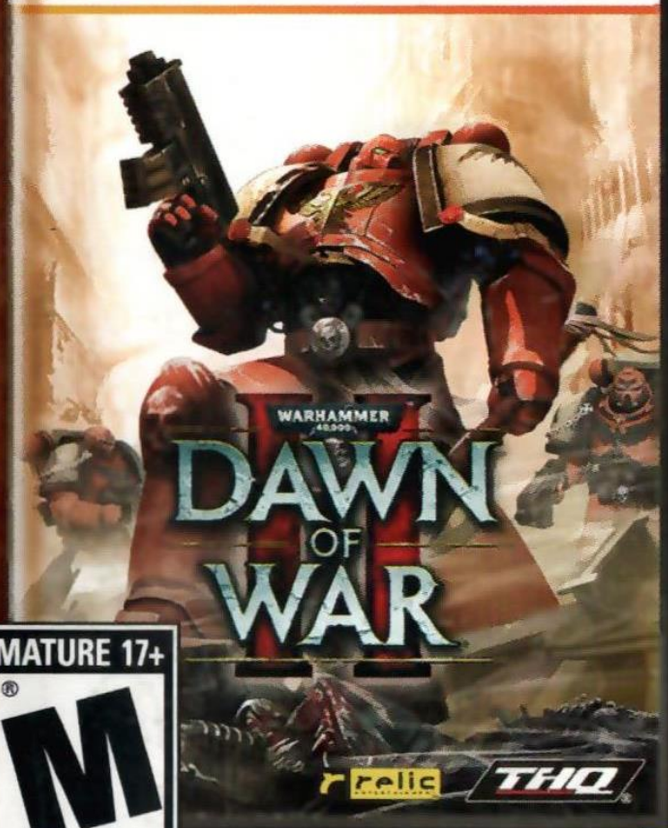
# GOLD EDITION

WARHAMMER 40,000

# DAWN OF WAR II

Games for Windows LIVE

PC DVD



MATURE 17+

M

CONTENT RATED BY ESRB

relic ENTERTAINMENT

THQ

## ⚠ Important Health Warning About Playing Video Games

**Photosensitive Seizures**

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

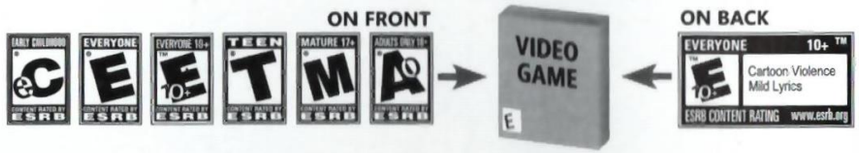
If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

## ESRB Game Ratings

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

- **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.




For more information, visit **www.ESRB.org**.

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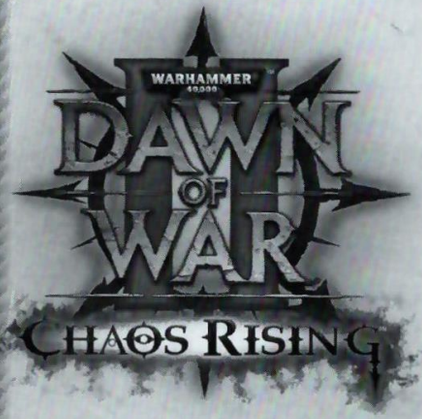



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# INTRODUCTION

## INTRODUCTION – THE DAWN OF AN AGE

It is the 41st Millennium, and there is only war. This war emerged from the Dark Age of Technology, when mankind spread itself from one side of the galaxy to the other in its quest for knowledge. Traveling in starships to planets far from Earth, they brought with them enlightenment and the best of intentions. But this expansion was not to go unchallenged.

The enemies of man, including the savage and bloodthirsty Orks, the mysterious and powerful Eldar as well as other dark and dangerous forces, wage constant war against the descendants of Earth, seeking to end their very existence. The lives of untold billions, indeed the very survival of humanity itself, depend upon the protection of the Master of Mankind, the Immortal Emperor.

He is the leader of this driven, fierce species, caught in a fragile dominance of more than a million worlds. As a race, humanity barely survives destruction, extinction and alien invasion. Only through brute strength and the singular vision of its celestial patriarch, the Emperor, does it escape destruction. By His will do vast armies of loyal, genetically perfected and lethal warriors known as the Space Marines accomplish his merciless bidding. Without him and the Space Marines, the Imperium of Man would crumble to the many scourges assailing it.

Ten thousand years ago, the Emperor ascended to the Golden Throne of Terra. Although genetically human, the Emperor is a living god and the savior of all humanity. Supremely gifted with extraordinary psychic abilities, he used his unparalleled power to unite billions of people. Today, this vast expanse of peoples is called the Imperium. It is ruled by the iron will of the Emperor; his body is entombed in the strange life-giving machinery of the Golden Throne for eternity, as his natural life gave out long ago.

The Emperor's power remains great. His mind is the beacon star to which all ships sail, whether through the material space or the Chaos-fed terrors of the Warp. Without the Emperor's psychic beacon, the Imperium's vessels would lose their anchor in the unpredictable tempests of Warp space.



## SPACE MARINES AND THE GODS OF WAR

From the ten-thousand psykers of the Astronomican, who anchor the Imperium's starcraft in warp space, to the billions-strong Imperial Guard who defend the Emperor's worlds against alien threats and Chaos insurrections, to the Inquisition that protects the Imperium from within against the witch, the heretic and mutant through cleansing flame and large-caliber execution, the Emperor's forces are many and dreaded.

No servant, however, compares to the monolithic Space Marines of the Adeptus Astartes – the Emperor's will made manifest and avatars of his glorious retribution. They are genetically perfect and the symbols of his everlasting might. These gods of war are often all that keep humanity from falling to the alien conquest and internal heresies.

The Blood Angels, the Black Templars, the Space Wolves and the Ultramarines are but a handful of the illustrious thousand chapters that serve the Imperium.

The Undying Master of Mankind, the Emperor, is no longer merely a man; he has become a God, worshipped by billions throughout the Galaxy. As Man's enemies rain endless death and destruction upon humanity's doomed planets, the people of the Imperium pray to the Emperor, begging for his protection. Only Space Marines can answer their desperate prayers. As the Emperor's loyal soldiers, the Imperial Guard are the backbone of mankind's military. When these innumerable ranks are coupled with the fierce and unrelentingly heroic Space Marines, they represent humanity's last, best hope for salvation from its merciless enemies.

To live now is to live in the cruelest and most bloody regime imaginable. Forget the power of technology, science, and humanity. Forget the promise of progress and understanding. There is no peace amongst the stars. Life is a desperate struggle for survival. Vigilance and devotion to the Emperor are the only refuge against the enemies of man, and the Space Marines are the Emperor's hand.

## ENTER THE BLOOD RAVENS

A secretive and ritualistic chapter of the Space Marines, the Blood Ravens have a glorious history of fighting heroically for the Imperium. Yet, unlike some of the chapters who can trace their lineage back ten thousand years to when the Emperor of Mankind created the first Space Marines, little is known of the Blood Ravens' origins. Their chapter records have long since been mysteriously lost...or destroyed.

As if to compensate for their lack of knowledge regarding their roots, the Blood Ravens have developed a deep respect, almost an obsession, for information. They keep extensive records on all subjects; constantly adding to the chapter's well-organized archives with materials and artifacts gathered and cultivated based upon their belief that knowledge is the greatest weapon in the fight against the Emperor's enemies.

# GETTING STARTED

## INSTALLATION

Insert the ***Warhammer® 40,000™: Dawn of War® II – Gold™*** DVD-ROM into your DVD-ROM drive. When the Start-Up screen appears, click **Install** and follow the instructions on the screen. If the Start-Up screen does not appear, *double-click* on the "My Computer" icon on your desktop, then *double-click* the DVD-ROM drive containing the ***Warhammer® 40,000™: Dawn of War® II – Gold™*** DVD-ROM. Locate and *double-click* on Setup.exe to launch the Start screen. Click **Install** and follow the instructions on the screen.

## ENTER THE CD KEY

You will be asked to enter the unique CD key located on the back page of this manual. You must have a valid CD key to complete the installation process and play the game.

Protect your CD key – do not give it to anyone else or allow anyone else to use it. Put the game case in a safe, secure place; it will be required if you need to reinstall the game.

## DIRECTX 9 REQUIRED

You are required to have DirectX version 9.0c (included on the installation disc) or later to play ***Warhammer 40,000: Dawn of War II***.

## TROUBLESHOOTING

Please refer to the Readme file included on the DVD-ROM for the latest information regarding troubleshooting and technical support.

## FAMILY SETTINGS

Family Settings in Games for Windows – LIVE complement Windows Vista® parental controls. Manage your child's access and experience with easy and flexible tools. For more information, go to **www.gamesforwindows.com/live/familysettings**.

## REDEEMING TOKENS

To redeem a token you might have received for exclusive wargear you take the following steps. Start the Games for Windows - LIVE client that was installed along with the game, there should be a folder in your list of installed programs called Microsoft Games for Windows - LIVE, with a program called Games for Windows – LIVE. Start that program then login with your Games for Windows live account. Click on the My Account button near the upper right hand corner and select the Redeem Code drop down menu item. Enter the 25 character code that was provided to you into the boxes. Click redeem code and then confirm the redemption.



# GAME OPTIONS

## CONTROLS

Modify options such as Help Text appearance, mouse scroll speed, and unit responses.

## GRAPHICS

Modify graphical options such as screen resolution and texturing details. An Important Note Regarding Graphics and Having the Best Possible Experience. The Developers of ***Warhammer 40,000: Dawn of War II*** along with the engineers at AMD worked closely during development to test the game on advanced ATI Radeon graphics processors. Increased performance will be noticed on more powerful systems. We recommend ATI Radeon™ HD 5700 Series (or better) video cards to enable ATI Eyefinity multi-monitor technology for maximum performance and visual quality.

## AUDIO

Modify audio options such as volume levels, character speech levels, and system speaker configurations.

# PLAYING THE GAME

## THE MAIN MENU

The Main Menu is where you start a new Single-Player campaign, continue an existing Single-Player campaign, engage in a CPU Skirmish, start or find an Online game, change the Game Options, and view the Credits.

- Click **CAMPAIGN** to play a new Single-Player Campaign.
- Click **THE LAST STAND** to play the cooperative survival mode online through Games for Windows - LIVE.
- Click on **MULTIPLAYER** to play a LAN game over your Local Area Network or to play an Online game through - LIVE.
- Click **OPTIONS** to alter the game's options.
- Click **EXIT** to quit playing ***Warhammer® 40,000™: Dawn of War® II – Gold™*** and return to Windows.

## CAMPAIGN

Embark on your crusade by selecting the Single-Player Campaign for Warhammer 40,000: Dawn of War II. Take command of your operations from the bridge of your vessel by viewing distress signals, exploring planets, or outfitting your squads.

- **PLANETARY DISPLAY** (Default View): Displays distress signals, threatened territories, and controlled stratagems.
- **STAR MAP:** View an overview of Sub-Sector Aurelia and/or travel to other threatened planets.
- **SQUAD LOADOUT SCREEN:** Outfit your squads with wargear and guide their advancement.
- **SQUAD DEPLOYMENT SCREEN:** Select the squads that will deploy into the next mission.

## THE LAST STAND

The Last Stand is a cooperative survival mode that gives gamers control of an individual hero unit and drops a small multiplayer team into a battle against impossible odds

- **CHANGE HERO:** Select which of the available Last Stand Heroes you wish to play as. Each hero levels up separately.
- **CHANGE WARGEAR:** Change the equipment of your currently selected hero. Leveling up grants new wargear.
- **LEADERBOARD:** Compare your record against your friends and see where you rank against all players
- **PLAYER STATISTICS:** View detailed information about your in game performance.

## MULTIPLAYER

Click Multiplayer from the Main Menu to select from the following options for multiplayer online gaming:

- **FIND A GAME:** Automatically search for allies and opponents.
- **CUSTOM GAMES:**

  **Public –** Host/Join an online game through the *Dawn of War II* Multiplayer Lobby, which provides multiplayer gaming features such as skirmishes, auto-matching, ladder ranking, etc.

  **Private –** Create a Skirmish match against the CPU or play with others from your Games for Windows - LIVE playlist.

  **Local Area Network (LAN) –** Host/Join a game on your Local Area Network.



- **GAME HISTORY:** View your Recorded Games, Player Statistics, and Leader Board menus to see your army's progress and results.
- **ARMY PAINTER:** Customize your army in Multiplayer Mode

# GAME CONTROLS

## CAMERA CONTROLS

**CAMERA MOVEMENT –** To pan the camera, move the mouse cursor to the edge of the screen in the direction you wish the camera to move. The camera will move on its own. When you are satisfied with the location, move the cursor away from the screen edge. You can also pan the camera using the arrow keys on your keyboard or by using the middle mouse button and pulling the terrain in the direction you want to move it.

**CAMERA FOCUS –** To focus the camera on a unit, *double-click* with the *left mouse button* on that unit's portrait in the squad tabs. The squad tabs are located along the right side of the screen.

**CAMERA ZOOMING –** To zoom the camera in or out, scroll up or down with the mouse wheel. Scrolling up zooms in and scrolling down zooms out. Press the keyboard's *Backspace* key to reset the camera to the default view.

**CAMERA ANGLE –** To change the angle of the camera, hold down the *Alt* key on the keyboard and move the mouse around. To return the camera to the default angle and height, press the *Backspace*.

## UNIT SELECTION

**SELECTING A UNIT OR SQUAD –** To select a unit click on the model or the unit's decorator above his head with the *left mouse button*. Alternatively, you can click on the squad portrait on the right side of the screen or use the designated hotkey.

**SQUAD PORTRAITS –** Each squad has a portrait on the upper-right portion of the screen that lists important information about that squad's status. You can see the health of each Squad Leader, how many Members each squad has and what hotkey it is associated with it. Click with the *left mouse button* on the Squad Portrait once to select it, and *double-click* with the *left mouse button* to center the camera on that unit.

**UNIT INFO PANEL –** When you have a unit selected, the squad's information and abilities appear in a panel at the bottom right of the screen. Use the icons along the top of this panel to trigger the unit's special abilities.

**SELECTING MULTIPLE UNITS –** To select several units at once, click and hold down the *left mouse button* while dragging the mouse across the squads. Release the *left mouse button* when the box formed surrounds the squads desired.

**Hot Keys –** You can quickly select a unit by pressing the number on the keyboard of the hotkey associated with the squad you would like to select. For instance, the Force Commander is #1; to select him with his hot key, press the number 1 on the keyboard. Each squad's hot key is indicated next to his squad tab on the right side of the screen. To assign a squad a new hotkey, select the squad then hold down the Control button and press the number key you wish to assign it.

## USING YOUR UNITS

**MOVING A UNIT –** To move a unit, first select it, then position your cursor where you would like it to move to, then click once with the ***right mouse button***.

**ATTACKING WITH A UNIT –** To have a unit attack an enemy, first select that unit, then place the mouse pointer over an enemy (the cursor changes to a targeting reticule) and click once with the ***right mouse button***.

**ATTACK MOVE –** Units given an Attack-Move order will engage any enemies they encounter while moving. They will also make better use of cover. To issue an Attack-Move order, first select a unit. Next, click on the ***Attack-Move icon*** with the ***left mouse button***, and finally click on the unit's destination with the ***left mouse button***.

**SUPPRESSION –** Rapid-fire and sniper weapons cause suppression. When units are suppressed, the decorator above the squads on screen blinks red and the units move and fire much more slowly.

**SETUP WEAPONS –** Heavy weapons, like Avitus's heavy bolter, require setup time. Until that time elapses, the weapon cannot fire. Weapons set-up automatically when the squad isn't moving. You can see the progression of the setup in the squad's decorator.

**FACING –** Set-up weapons cannot rotate freely, so you must point them in the right direction. To tell a unit which way to face, select that unit, ***click-and-hold*** with the ***right mouse button*** where you want the unit to move to, and drag in the direction you want them to face; ***release*** the mouse button and the unit will move and face that direction.

**USING COVER –** Cover helps to shield your units from enemy fire. Green dots appearing while a unit is selected represent an area of heavy cover, yellow dots represent light cover, and white dots mean that location is not in cover. To get into cover, place your mouse pointer at the desired cover location and then give your units a move order to get there. Most objects in the world provide some form of cover. Light cover is directional, however, so flanking tactics will negate the effects of the cover. In a firefight, cover can make all the difference between victory and defeat.



**CLEARING BUILDINGS –** Enemies in buildings are much harder to kill. They benefit from cover and elevation. Try using flame weapons, frag grenades or other explosive devices to get rid of them.

**USING BUILDINGS –** You can enter buildings to give your units better protection. To do so, select a unit and place the mouse pointer on the building you want to enter. If your unit can enter the building, the mouse cursor will change to represent this. Click the ***right mouse button, and your units*** will automatically move towards the building, enter it and take up firing positions at the windows. Some abilities cannot be used by units inside buildings.

**EXITING BUILDINGS –** To exit a building, select that building then click the ***left mouse button*** on the ***Exit All icon***. Individual units can be ordered to exit by clicking the ***right mouse button*** on their portrait in the building display at the bottom right of the screen.

**FALLING BACK –** To have your units fall back to safety, click the ***Fall Back icon*** with the ***left mouse button or press the hotkey ("X")***. The selected unit will run back to the closest relay you control.

**BOSSES –** In campaign, you will face elite enemies with special powers and higher stats. These 'bosses' use a special health bar that appears at the top of the screen.

## CAMPAIGN MODE

As a member of the elite Blood Ravens Space Marines, tempered by war into one of the Emperor's finest warriors, it is your holy charge to protect the galaxy against the Xenos invasion. Throughout the campaign, you will choose missions from the distress signals transmitting onto your Starmap. Wage war and purge the planets of the Imperium from the heretic Eldar, the pillaging Orks, and the ravaging Tyranid threats. With every mission, earn experience points towards new levels, allowing you to increase your squad's skill and unlock amazing new abilities.

In addition, completing missions and defeating enemies will provide you with new wargear and experience points. As the campaign progresses, dropped wargear will become more powerful and can be equipped from the Squad Screen to increase the power and abilities of the squad that equips it. Attribute points can also be spent to further increase the power and abilities of squads.

When a mission is complete, new distress signals appear for you to answer.

### STARTING A NEW SINGLE PLAYER CAMPAIGN GAME

From the Main Menu, click ***"Campaign"***. If you have not logged on with a Live Profile, do so now. If you are logged in, you can proceed to the next screen. Choose ***"Start a New Campaign"***. You must name your Force Commander and choose a difficulty, then click ***"Accept"***. This will begin your single player campaign.

## UNIT ABILITIES

**ENERGY-BASED ABILITIES –** Abilities like Tactical Advance and Infiltrate require mental focus from the squad and consume energy. Energy replenishes automatically so long as the unit isn't using one of these abilities.

**GLOBAL ABILITIES –** Global abilities are granted in special circumstances and represent additional support from the orbiting strike cruiser. These abilities appear in a special area and can be used without selecting a particular unit.

**LIMITED USE ABILITIES –** Frag Grenades, Demolition Charges, and Stimulant Packs are some of the limited use abilities available to the player. Their ability icons include a number, showing the remaining uses this mission. You can replenish these abilities by picking up supply drops.

**RANGED ABILITIES –** Many abilities have a range beyond which they will not function. To see this range, click on the ability's icon. The range will appear as a dotted line on the terrain.

**BATTLE CRY –** Battle Cry allows the Force Commander to enhance all your nearby squads. To use Battle Cry, first select the *Force Commander*, then, click on the ***Battle Cry ability icon*** with the ***left mouse button***. All your units that are within range receive a boost to their damage output and your Force Commander will become temporarily immune to knockback and perform a special attack with each melee attack.

**COMBAT JUMP –** To use the Assault Marines' Jump Packs, ***select Thaddeus, then*** click on *Combat Jump* with the ***left mouse button***. Then click on the location you want Thaddeus to jump to with the ***left mouse button***.

**DEMOLITION CHARGES –** To use demolition charges, first select the squad that has them (by default, Cyrus). Next, click on the ***Demolition Charge ability*** *icon* with the ***left mouse button***, and then click with the ***left mouse button*** once more on the location where you wish to throw the demolition charge.

**DROP POD ABILITY –** If you are far from a secured Teleporter Relay Beacon or strategic asset and need to reinforce, you can use a drop pod. Click on the ***Drop Pod ability icon*** with the ***left mouse button***. Then click on the area where you want the drop pod to arrive with the ***left mouse button***. The Force Commander must be equipped with the Drop Pod wargear to use this ability.

**FOCUS FIRE –** Avitus can increase his damage output by using Focus Fire. To use Focus Fire, ***select Avitus*** and click on the ***Focus Fire ability icon*** with the ***left mouse button***. His weapon will do more damage until you turn the ability off or he runs out of energy. To turn the ability off, just click on the icon a second time with the ***left mouse button***.



**FRAG GRENADES –** To use frag grenades, first select the squad equipped with them (by default this is Tarkus), then click on the ***Frag Grenade ability icon*** with the ***left mouse button***. (Ability icons appear to the right of the unit's portrait in the bottom right of the screen.) Now, move the cursor to the location you wish to throw the grenade at, and then click the ***left mouse button*** once more.

**HIGH-POWERED SHOT –** When using High Powered Shot, Cyrus will take a single sniper shot at the target, often killing it outright. Only vehicles, huge creatures and bosses are too tough to take out with a single shot. To use the ability, select Cyrus and click on the ***High-Powered Shot ability icon***, then click on an enemy unit with the ***left mouse button***.

**INFILTRATE –** To use Infiltrate, ***select Cyrus*** and click on the ***Infiltrate ability icon*** with the ***left mouse button***. Cyrus and his squad will remain invisible to the enemy until you turn the ability off or he runs out of energy. To turn the ability off, just click on the icon a second time with the ***left mouse button***. Players who venture too close to the enemy may be partially revealed.

**STIMULANT PACKS –** To use the Stimulant Pack, first select the unit currently equipped with the Stimulant Pack (by default, the Force Commander). Then click with the ***left mouse button*** on the ***Stimulant Pack ability icon***. All your units within range will be healed, and any incapacitated squad leader will be revived.

**TACTICAL ADVANCE –** Tarkus can use Tactical Advance to break suppression. ***Select Tarkus*** and click on the ***Tactical Advance ability icon*** with the ***left mouse button***. His squad will be immune to suppression and take less damage until you turn the ability off or he runs out of energy. To turn the ability off, just click on the icon a second time with the ***left mouse button***.

**TO VICTORY! –** The Force Commander can charge into enemies using his To Victory! ability. To use this ability, first select the Force Commander, then, click on the To Victory! ability icon with the ***left mouse button***. Finally click on a target unit with the ***left mouse button***. While charging, the Force Commander can knock over other enemies and even destroy walls.

**TURRET ABILITY –** During certain missions, you will have access to Tarantula turrets. To deploy Tarantula turrets, first click on the ***Tarantula turret ability icon*** with the ***left mouse button***, and then click where you want the turret to arrive with the ***left mouse button***.

## PICKUPS AND POWERUPS

**LEVEL UP –** Units can level up by killing enemies on the battlefield. When one of your units has leveled up, they will briefly display a level up animation. When you complete the current mission, you will be able to make the unit even stronger by increasing its stats and unlocking new abilities.

**REINFORCEMENT –** You can reinforce a squad that has suffered casualties to bring it back to full strength. Move the squad near a Teleporter Relay Beacon or Strategic Asset you have secured, and reinforcements will appear automatically. The number appearing above the Beacon or Strategic Asset indicates how many squad members still need to be reinforced. You can also reinforce at the drop pod that delivered your squads at the beginning of the mission.

**REVIVING FALLEN SQUAD LEADERS –** To revive a fallen squad leader, ***select one of your conscious units***, and then click with the ***right mouse button*** on the hero you wish to revive. If there is a fallen unit within range, you can use a Stimulant Pack to revive it.

**SECURING RELAY BEACONS / STRATEGIC ASSETS –** To secure a Strategic Asset or Teleporter Relay Beacon, ***select a squad*** and then click on the Beacon with the ***right mouse button***. The squad must remain stationary until the array is secured.

**SUPPLY CRATES –** Supply crates throughout the mission glow with a yellow aura. Within the crates are supplies. To pick up supplies from a crate, have one of your units destroy it. Then click on the supplies within with the ***left mouse button***. This will replenish some of your limited use abilities. Supplies come in different flavors, each replenishing different abilities. For example, medical supplies replenish stimulant packs and combat supplies replenish frag grenades and blind grenades.

**WARGEAR PICKUP –** Wargear is special equipment that makes your characters more powerful. Enemies will sometimes drop wargear when they die. To pick up a piece of wargear, click on it with the ***left mouse button***. Wargear is also rewarded for completing certain missions. You will have access to wargear acquired on the battlefield or as a reward after you have completed your current mission.

**DONATIONS TO THE LIBRARIUM -** If there is wargear in your inventory you do not want, you can donate it to the Chapter Librarium (a combination archive, reliquary and armory). In most cases, this will give all your squads a one-time experience point reward. Some special items (called Expendables in the inventory) have no function but to be donated, and upon doing do so grant a benefit to the squad currently displayed on the Squad Screen. These benefits could be large amounts of experience, permanent increases to certain Attributes, or unique wargear items.



## LAST STAND MODE

The Last Stand is a cooperative survival mode that gives gamers control of an individual hero unit and drops a small multiplayer team into a battle against impossible odds. Players can choose between a Space Marine Captain, Eldar Farseer or Ork Mekboy and will team up with two other squad-mates in an attempt to hold out as long as possible against wave after wave of relentless attackers.

### SPACE MARINE CAPTAIN

The versatile Space Marine Captain is a master of the battlefield. He can lay waste to enemies with his melee and ranged weapons. He has the highest capacity for health and health regenerative bonuses. He is able to take this weight and throw it around, charging or jumping into the fray knocking down enemies.

The Captain's wargear lets him support his allies with the only direct heal ability available and his ranged resurrection. The Space Marine Captain is a juggernaut, capable of stunning, taunting, and knocking down enemies while tearing them apart with his weapon of choice.

### ELDAR FARSEER

Capable of dealing enormous amounts of damage, the melee oriented Farseer must get close to enemies to unleash her fury. To compliment her melee prowess, the Farseer hits enemies from afar with pure psychic energy to rip them apart or turn them against each other, causing them to recklessly attack their comrades.

Leveraging her psychic abilities the Farseer can shift seamlessly from slaughtering enemies to supporting allies, granting wards of invulnerability to friends in need, concealing them from view, or teleporting them out of harm's way.

### ORK MEKBOY

Master of utility, the Mekboy has a weapon for every occasion. The Burna scorches large groups of enemies, while the Big Shoota wears down any larger single targets. Need more crowd control? His Rokkit Launcha keeps small clusters of enemies knocked down, while the Deffgun Dakka can lay down suppressive fire on large groups. The Mekboy has an odd, but effective arsenal of technology to assist his allies. His Booby Traps slow down and debilitate enemies. His Mega-Rumblah causes the earth to shake, stunning all enemies in view. His Bouncy Shield turns him, or an ally, into a living bowling ball, knocking down any nearby enemies and protecting them from close range attacks.

**HERO WARGEAR –** Each hero in Last Stand keeps an inventory of wargear to equip before entering a match. The role of your hero is heavily determined by what wargear they bring. Wargear grants all the abilities they can potentially use, as well as providing character traits and enhancing character stats. New wargear, and thus new abilities and versatility, are gained by leveling up.

**LEVELING –** When a game of Last Stand ends, all heroes in that game gain experience, which can cause them to level up. Experience is always equally distributed amongst team members based on the overall team score. Leveling up does not change a hero's base stats, but whenever a hero levels up, a new piece of wargear will be added to their inventory. So even at low levels, heroes can be just as powerful as those at high levels- but having a higher level hero will give you more options and ways of playing your character.

**SCORING –** The goal of Last Stand, besides survival, is to earn as high a score as possible. 20 waves of enemies will pour into an arena with your heroes, and killing those enemies earns points towards your team score, shown in the upper left of the screen. Points from each kill are increased by your team's Multiplier. Your Multiplier is increased by capturing the two points in the arena, killing an entire wave of enemies rapidly, and staying alive. With good teamwork, you can increase your multiplier to over 100, resulting in huge scores for each enemy slain!

**REVIVING TEAMMATES –** It is inevitable that either you or one of your teammates will be killed by the swarms of enemies in Last Stand, but so long as at least one of you is still alive, they can be revived and resume fighting. To revive a fallen teammate, a surviving player must click on the fallen player's character model with their right mouse button. The surviving hero will move to the fallen hero and, after several seconds, bring the fallen hero back to life with partial health. Be warned, if the rescuer is knocked back, killed, or enters a new command, the revival attempt will be interrupted.

## MULTIPLAYER MODE

Multiplayer matches can be initiated by either clicking Find A Game, which will automatically match you with other players looking to play online, or by playing a custom game and hosting or joining a Public, Private, or Local Area Network hosted game.

Matches initiated through Find A Game can be either a Team Battle or Head to Head Match. A Team Battle pits two teams of up to three players and/or CPU's against each other. A Head to Head match is a match between you and one other CPU or Human player,.



### WINNING MULTIPLAYER GAMES

Victory Points - You can win the game by capturing Victory Points. The team that controls the most victory points will run down the opposing team's Victory Counter. Win the game by running the enemy Victory Counter down to zero points. Capturing Victory points makes the opposing team's victory point counter go down. When one team's counter reaches 0 victory points, that team loses. Alternatively, if you eliminate all the enemy bases, you will win the match.

### ADDITIONAL GAME MODES

The following Victory Conditions are only available in Custom Public, Private, or LAN games.

**Annihilate –** There are no Victory Points to be captured, no counters to run down. The only way to win is by destroying all enemy bases.

**Free For All –** Every player is up against every other player in Free For All. Each player has their own Victory Counter, starting at 0. The more Victory Points you control on the map, the faster your Counter will increase. The first player to reach the Victory Counter goal, or the last player standing if all opposing player's bases are destroyed, wins.

**Team Free For All –** Players are paired off into three teams of 2. These teams then compete with the same rules as Free For All.

### RESOURCES

You need requisition and power to purchase units and upgrades for your army. Capture points on the map to increase the amounts of requisition and power you are earning.

**Requisition -** Requisition is the primary resource used for purchasing units. Be sure to capture requisition points.

**Power -** Power is required for advanced units and upgrades. Capture Power Nodes to increase your Power income. You can upgrade the Power Nodes and build up to three generators at them to generate even more resources for you and your team

**Shared Resources -** Your entire team benefits from capturing points and upgrading Power Nodes. If you don't have enough Requisition to upgrade your Power Nodes, ask your teammates to upgrade them. They benefit equally from a fully upgraded Power Node.

**Stealing Upgrades -** The enemy can capture a Power Node and steal your upgrades if you aren't defending them. Be careful to protect your economy!

## MULTIPLAYER CONVENTIONS

**Global Abilities -** Each race has a global resource earned in battle by fighting, capturing points, killing, and dying. These abilities can be used to activate powerful global abilities and can be used at anytime on any area revealed in the fog of war.

**Headquarters -** Upgrading your headquarters grants access to new unit types and can make your existing units more powerful. Your headquarters has two possible upgrades.

**Rally Point -** Click the Rally Point button to set a rally location. You can designate either a location or a unit as your rally point. All newly constructed units will run to the rally location.

**Earning Experience -** You earn experience by killing enemies and supporting your team mates. As you earn experience, your army and commanders will level up and become more powerful.

**Knocked Out -** When a commander falls he can be revived by his teammates. If you revive a friendly commander, you earn experience.

**Reviving Your Own Commander -** Sometimes your teammates won't be able to revive your commander. Select your fallen commander and press the Revive button that appears. Your commander will reappear back at your base. Reviving your commander costs Requisition, but the price will fall over time.

**Wargear and Upgrades –** Commanders have several upgrades available to them, and can equip a weapon, armor, and accessory piece. Upgrades can make you stronger, grant abilities, or make you more effective against different types of enemies. Select your commander to see your available upgrades.

**Squad and Vehicle Upgrades -** Squads and vehicles also have some upgrades available. Some upgrades offer new weapons, others add new units to squads. Select your units to see their available upgrades..

**Work together -** Teams that work together will be far more powerful than those that don't. Talk to your teammates to let them know what you are doing! Make coordinated assaults against the enemy team, protect your economy, and take advantage of each of your commanders' strengths.



# SPACE MARINES

## HEROES

**APOTHECARY**
The Apothecary specializes in healing and excels at supporting from just behind the front line with his abilities. Grants a regeneration bonus to nearby allies.

**FORCE COMMANDER**
The Force Commander is a melee specialist who can inspire allied troops around him to boost their effectiveness.

**TECHMARINE**
The Techmarine is a defensive specialist. He constructs turrets to defend territory and a teleporter relay to reinforce allies.

## UNITS

**ASSAULT SQUAD**
Comes with jump packs effective at closing distances. Additional upgrades include Blind Grenade and Melta Bombs.

**DEVASTATOR HEAVY BOLTER SQUAD**
Comes with a weapon that suppresses large groups of infantry. Has limited firing arc and requires set-up time.

**DEVASTATOR PLASMA CANNON SQUAD**
Effective at dislodging enemy troops and vehicles from dug in positions. Has limited firing arc and requires set-up time.

**SCOUT SQUAD**
Can be upgraded with combat shotguns or sniper rifles and the Infiltrate ability. May also add a Scout Sergeant who grants frag grenades.

**TACTICAL MARINE SQUAD**
Tactically adaptable infantry that can be equipped multiple weapon upgrades.

**TERMINATOR SQUAD**
Deadly veterans of a thousand campaigns, Terminators are very powerful heavy infantry units. Highly durable, immune to suppression and can teleport.

**TERMINATOR ASSAULT SQUAD**
Deadly veterans of a thousand campaigns, Assault Terminators are very powerful heavy melee infantry units. Highly durable, immune to suppression and can teleport.

## VEHICLES

**DREADNOUGHT**
The sight of a Dreadnought killing enemy units inspires nearby troops, temporarily increasing their weapon damage. Comes with the Emperor's Fist ability and can add an assault cannon or receive the Dark Age of Technology upgrade.

**PREDATOR**
Heavy battle tank. Its ranged weapons are effective against infantry and vehicles.

**RAZORBACK**
Transports infantry units across the battlefield and allows nearby squads to reinforce.

**VENERABLE DREADNOUGHT**
A more powerful Dreadnought. Effective in melee. The sight of a Dreadnought killing enemy units inspires nearby troops, temporarily increasing their weapon damage.

## GLOBAL ABILITIES

*NOTE: The Global Abilities you have access to depend on which Hero you have selected. Each Hero has different abilities.*

**ANGELS OF DEATH** – Your infantry become temporarily invulnerable.

**BLESSING OF OMNISSIAH** – Repair all allied vehicles for a short duration.



**DEEP STRIKE TERMINATOR SQUAD** – Teleport in a Terminator Squad to a target location.

**DROP POD** – Call in a Drop pod to reinforce nearby squads.

**FOR THE EMPEROR!** – Target squad temporarily receives less damage and becomes immunes to suppression but moves slower.

**LARRAMAN'S BLESSING** – All allied commanders who are currently unconscious on the battlefield are revived.

**ORBITAL STRIKE** – A massive orbital strike capable of destroying even the heaviest units.

**VENERABLE DREADNOUGHT DROP POD** – Call in a Drop pod with a Venerable Dreadnought.

# ORKS

## HEROES

**KOMMANDO**
The Kommando is a stealth expert that ambushes his prey.

**MEKBOY**
Meks are responsible for maintaining the machinery that the Orks use. They also can enhance troops with their technology.

**WARBOSS**
The largest and most powerful Ork, he excels at melee combat.

## UNITS

**KOMMANDO SQUAD**
Fragile ranged unit. Kommando Kit unlocks Infiltrate ability. Can detect infiltrated units. Additional abilities include Luv da Dakka, Smoke Grenade and Burna Bomb. Can add a Nob Leader.

**LOOTAS**
Comes with Dakka Deffgun, a suppression weapon with a limited firing arc. Can be upgraded with the Beamy Deffgun (an anti-vehicle weapon) and can infiltrate to ambush enemies.

**NOB SQUAD**
Large Orks who do very high damage against infantry. Upgrades include 'Uge Hammers, Nob Leader and Meaner an' Greener, which grants the Frenzy ability.

**SHOOTA BOYZ**
Can be upgraded with the Big Shoota giving the Aiming? Wotz Dat? ability. Can also be upgraded with a Nob Leader.

**SLUGGA BOYZ**
Tough melee troops equipped with a Choppa and Slugga. Can be upgraded with Burna's and with a Nob Leader to unlock Recklessness ability.

**STIKKBOMMAZ**
Lightly armored melee unit. Comes equipped with stikkbombz.

**STORMBOYZ**
Jump troop that stomps da enemies. Good at forcing ranged units into melee combat. Can get Improved Rokkit Packs, which grants the Bommaboy ability. Can also get a Nob Leader.

**TANKBUSTAS**
Heavily armed anti-vehicle infantry. Capable of using the Rokkit Barrage ability to rain rockets down upon their foes.

## VEHICLES

**DEFF DREDD**
Slow melee vehicle. Effective versus infantry and vehicles. Has the Rampage ability which allows it to move faster but takes damage and can be upgraded with reinforced plating.

**LOOTED TANK**
Slow ranged vehicle. Effective against infantry, vehicles and buildings. Can be upgraded with reinforced plating.

**WARTRUKK**
Fast and fragile, anti-infantry vehicle. Transports infantry units across the battlefield and allows nearby squads to reinforce. Detects infiltrated units.



## GLOBAL ABILITIES

*NOTE: The Global Abilities you have access to depend on which Hero you have selected. Each Hero has different abilities.*

**'ARD BOYZ** – Target squad temporarily receives less damage.

**CALL DA BOYZ!** – Reinforces and temporarily increases the speed and damage of the squads around your commander.

**HIDE** – Infiltrates target squad for a duration.

**KOMMANDO IZ DA SNEEKIEST** – Spawn a Kommando squad at target locations.

**KULT OF SPEED** – Reinforces and temporarily increases the speed and damage of your squads around your commander.

**MORE DAKKA** – Temporarily increases the ranged firepower of targeted squad.

**ROKS** – Order a massive Rok strike onto a target location.

**USE YER CHOPPAS!** – Increase the melee damage and chance of triggering special attack of a target squad.

# ELDAR

## HEROES

**FARSEER**
A master psyker, the Farseer is a support caster who provides disruptive melee and strengthens troops with her spells.

**WARLOCK**
An offensive psyker, the Warlock specializes in damage spells and front line combat.

**WARP SPIDER EXARCH**
The Warp Spider Exarch is able to hit and run with his teleport ability. He can also teleport allies bringing them to and from battle.

## UNITS

**HOWLING BANSHEES**
Highly agile melee infantry. Upgrades grant additional speed, War Shout ability and other enhancements.

**GUARDIAN SQUAD**
Comparatively fragile units. Upgrades grant abilities such as Plasma Grenades and Energy Shields.

**BRIGHT LANCE WEAPON TEAM**
Mobile weapons platform armed with anti-armor cannon. Has limited firing arc and requires set-up time.

**D-CANNON WEAPON TEAM**
Mobile weapons platform armed with powerful artillery weapon. Has limited firing arc and requires set-up time.

**SHURIKEN CANNON WEAPON TEAM**
Mobile weapons platform armed with suppression weapon. Has limited firing arc and requires set-up time.

**RANGER**
Light infantry unit with long range weaponry good against units in buildings. Detects infiltrated units. Upgrades allow for infiltration and Cloaking Field.

**SEER COUNCIL**
Powerful melee unit made up of Warlocks. Projects an aura accelerating energy regeneration of nearby allies.

**WARP SPIDER SQUAD**
Teleporters allow for ambushes and rapid redeployment.

## VEHICLES

**FALCON**
Light skimmer tank and troops transport. Reinforces nearby infantry.

**FIRE PRISM**
Skimmer tank armed with powerful energy cannon. Capable of high-damage focused shot.

**WRAITHLORD**
Powerful walker unit. Upgrades allow addition of suppression or anti-armor weaponry.

## MONSTERS

**AVATAR**
Fiery incarnation of the God of War and Murder. Massively powerful melee unit. Enhances nearby troops, making them resistant to ranged damage and immune to suppression.

## GLOBAL ABILITIES

*NOTE: The Global Abilities you have access to depend on which Hero you have selected. Each Hero has different abilities.*

**CONCEAL** – Target squad temporarily receives less ranged damage.

**CRACK SHOT** – Temporarily increases the ranged damage of a target allied squad.

**ELDRITCH STORM** – Creates a large psychic storm, disrupting and damaging enemies in a large radius.

**FARSIGHT** – Temporarily reveals the fog of war in the targeted area.

**SPIDER'S BROOD** – Teleport in a Warp Spider squad to the targeted location.

**SUMMON SEER COUNCIL** – Spawns a Seer Council at your HQ.

**SWIFT MOVEMENT** – Temporarily increases the speed of all allied infantry.

**WEBWAY GATE** – Allows infantry to travel between webway gates.

# TYRANIDS

## HEROES

**LICTOR ALPHA**
The Lictor Alpha's camouflage allows it to ambush and disrupt enemy infantry.

**RAVENER ALPHA**
The Ravener Alpha tunnels under enemy lines opening up strategic tunnels for allies to use.

**HIVE TYRANT**
The Hive Tyrant is a large and powerful Tyranid that directs the swarm with powerful synapse abilities. The Hive Tyrant is immune to suppression.

## UNITS

**HORMAGAUNT BROOD**
Gaunts excel at overcoming enemies in melee with their larger numbers. They become much more deadly when under the effects of synapse.

**LICTOR**
Elite assassin unit that comes with the Infiltrate ability and the deadly flesh hooks attack. Detects infiltrated units.

**RAVENER BROOD**
Fragile, high-damage melee unit that is effective against infantry and capable of burrowing underground. Can burrow and be upgraded with the Devourer, a ranged weapon effective against infantry.

**RIPPER SWARM**
Small tyranid creatures that soak up ranged fire and disrupt enemy lines to protect more important creatures. Cannot be suppressed while under the effects of synapse.

**SPORE MINES**
Each mine explodes in a cloud of poisonous spores when detonated.

**TERMAGAUNT BROOD**
Attacks from Termagants cause targets to become temporarily more vulnerable to all further attacks. When Termagants are under the effects of synapse, enemies struck are knocked down.

**WARRIORS**
Vicious melee creatures that can be mutated to carry ranged weaponry. Their synapse aura increase durability of nearby Tyranids.

**ZOANTHROPE**
Slow, fragile artillery unit. Comes with the Focused Warp Blast and the Warp Field abilities.



## MONSTERS

**CARNIFEX**
A living engine of destruction that is impervious to small arms fire. Can be upgraded to have thornback armor, a barbed strangler, and a venom cannon.

## GLOBAL ABILITIES

*NOTE: The Global Abilities you have access to depend on which Hero you have selected. Each Hero has different abilities.*

**BROOD NEST** – Allows nearby Tyranids to Reinforce.

**CATALYST** – A target Tyranid unit is spurred into a suicidal frenzy, increasing its damage but making the unit die at the end of the duration.

**MYCETIC SPORES** – Mycetic Spores spawn Hormagaunts and reinforce other nearby squads.

**SPORE MINES** – Drops down a group of Spore Mines.

**STALK** – Reveals enemy commanders on the map.

**TYRANNOFORMATION** – Capillary towers erupt from the group, damaging enemies and tyrannoforming the area. Provides bonuses to nearby Tyranids.

**WARRIOR VANGUARD** – Mycetic Spores spawn Warriors and reinforce other nearby Tyranids.

**WITHOUT NUMBER** – Creates additional Tyranids at your base.

# INTRODUCTION

Until a millennium ago, planet Aurelia rivaled Meridian as the leading planet in sub-Sub-Sector Aurelia. Meridian was the seat of sector governance, but Aurelia enjoyed a close relationship with the Blood Ravens. Most of the planet's 25 billion inhabitants lived in two dozen massive hive spires, while a small but hardy population survived in the harsh expanses between the hives.

That Aurelia was not selected as sub-sector capital had much to do with its positioning on the rimward edge of the sector, where warp anomalies made interstellar travel less reliable. And this same thing ultimately spelled Aurelia's doom.

Indeed, during the so-called "Storm of Sorrow," the warp anomalies along the sector rim grew in ferocity and spread across the fringe. A powerful rift tore through space within the Aurelia system itself, disastrously affecting the orbit of all the inner planets.

Aurelia had been on the outer edge of the star's inhabitable ring - cold but viable - but was suddenly thrown much farther out from the star. In a matter of days, the planet was flash frozen, much of the moisture in the air forming into glacial layers atop the sprawling cities. Only 100,000 or so escaped the planet with their lives.

In all likelihood many more survived in the shelter of the spires or industrial sites, but it did them no good. Indeed, the rifts continued to multiply until, barely a month after the first anomaly had appeared in system, Aurelia quite simply vanished as warp storms engulfed it.

For ten centuries, this front of warp storms and anomalies has churned along the Aurelian rim. Aurelia's star has been sighted peering out from behind the storm front from time to time, but the planet was lost - most thought forever.

A year ago, the Blood Ravens and their allies saved the sector from the invading Tyranids. The sector remains on a war footing and every planet bears the scars of the alien invasion. Few have had cause to check on the Warp Storms at the sector's edge.

They should - for the storms have receded and Planet Aurelia has returned. And with it comes an ancient archenemy.



# NEW FEATURES

***Warhammer® 40,000™: Dawn of War® II – Chaos Rising™*** adds new units and new strategies to the exciting gameplay offered by ***Dawn of War II***. The traitorous forces of the Chaos Space Marines, bring new weaponry, new troop types, as well the chaos worship gameplay mechanic. Existing ***Dawn of War II*** owners will get access to new units for the Space Marines, Orks, Tyranids, and Eldar armies. Some of the updates in this exciting installment in the ***Dawn of War II*** franchise include

- **NEW CAMPAIGN** – Command the Blood Ravens through new Single-Player or Co-Op missions as they are confronted by their ancient archenemies... the forces of Chaos.
- **NEW PLAYABLE RACE** – Swear loyalty to the Chaos Gods and play as the bloodthirsty Chaos Space Marines in multiplayer battles against both ***Chaos Rising*** and ***Dawn of War II*** owners
- **NEW ENVIRONMENT AND MAPS** – New ice planet graphics set will increase the visual diversity and adds 7 new multiplayer maps
- **NEW FREE-FOR-ALL MULTIPLAYER MODE** – Battle up to 5 other players in this every-man-for-himself MP mode
- **NEW UNITS** – New units for the Space Marine, Ork, Eldar, and Tyranid armies
- **NEW LAST STAND HEROES** – Face off against the relentless horde as either the Chaos Sorcerer or the Tyranid Hive Tyrant.

# GAMES FOR WINDOWS–LIVE

Play online for free! With Games for Windows–LIVE, you can build your profile, play online, chat with friends, see your friends' games and activities, and track gaming achievements across all Games for Windows–LIVE games. Plus, you can download game content from Games for Windows–LIVE Marketplace. Get connected and join the PC gaming revolution!

## CONNECTING TO LIVE

To connect to Games for Windows–LIVE, you need a high-speed Internet connection and a gamertag. If you already have a gamertag, you have what you need to connect to Games for Windows–LIVE. If you don't have one, you can get one for free. For more information, including availability in your region, go to **www.gamesforwindows.com/live**.

## FAMILY SETTINGS

Windows Parental Controls (Vista and Windows 7) enable parents and guardians to restrict access to mature-rated games and set time limits on how long they can play. Family settings in Games for Windows–LIVE enable parents and guardians to approve who and how your family interacts with others online with the LIVE service. For more information, go to **www.gamesforwindows.com/live/familysettings**.

# CAMPAIGN MODE

## STARTING A NEW SINGLE PLAYER CAMPAIGN GAME

From the Main Menu, click ***Campaign***. If you have not logged on with a Games for Windows - LIVE Profile, do so now. If you are logged in, you can proceed to the next screen. Choose ***Chaos Rising*** and then ***New Campaign***. You must then name your Force Commander and choose a difficulty, then click **Accept**. This will begin your single player Space Marines campaign.

## IMPORTING YOUR CAMPAIGN FROM DAWN OF WAR II

If you have previously completed the original campaign from ***Warhammer 40,000: Dawn of War II*** you can choose to carry forward your squads from that campaign into Chaos Rising. Your characters will retain the skills and abilities that you unlocked in the original campaign. To do so, choose **Import Previous Campaign**. You will then see a list of all the completed Dawn of War II campaigns associated with your Games for Windows LIVE Profile that are saved locally to your computer. Choose which campaign you want to import and click **Accept**.

**A NOTE ON YOUR INVENTORY** - A year has passed since the climactic battle with the Tyranids and your Space Marines are aboard a new Strike Cruiser with a new mission. Much of the equipment they may have gathered has been lost in battle or returned to the Chapter Librarium. Your squads will be allocated a selection of starting gear by the Chapters Techmarines along with most of the items you had equipped during the final mission of the ***Dawn of War II*** campaign. Any Terminator armor in your inventory will be damaged and unusable until a techmarine artificer is available to repair it.

## CHAOS CORRUPTION MECHANIC

Chaos Rising introduces the concept of Corruption. Each of your heroes (save for the incorruptible Dreadnought, Davian Thule) has their own Corruption Meter along with a new set of special traits and abilities that are tied to it. This meter will be visible on the Squad Screen after the first few missions.
If your Blood Ravens choose to use wargear tainted by the dark powers or take actions that show disregard for the very cause they are fighting for, they open themselves to the temptations of Chaos. And these temptations are great: by becoming corrupt, you can gain powerful new abilities and destructive wargear. But there are other wargear items that require an uncorrupted soul in order to use. And the most corrupt Space Marines may well turn on their brothers.



**THE PURE TRAIT** -- Each squad also has a "Pure" trait, a special bonus they receive so long as they remain uncorrupted a Corruption level of 3 or less. If a Space Marine reaches a Corruption level of 4, he loses that special trait and gains the first of his Corruption traits. He will only regain his Pure trait if he can somehow reduce his Corruption.

**CORRUPTION TRAITS** - Each squad has 6 Corruption traits which will unlock as his Corruption rises. A trait unlocks evey 4 Corruption points, i.e. at 4, 8, 12, 16, 20 and 24 points. Corruption can never go above 24, the point at which the Space Marine's soul is forever lost to the Ruinous Powers. Once fully corrupted, no redemption is possible.

**RAISING CORRUPTION** - Space Marines gain Corruption when they undertake actions that contravene the fundamentals of their duty to Chapter and Emperor. The most common of these activities is deploying to a mission with equipment that has been tainted by the evil of Chaos. Most missions also have special conditions that can cause Corruption, such as allowing fellow Space Marines to die needlessly or failing to slay a foul enemy of humanity. Direct exposure to Warp emanations can also cause Corruption.

**CORRUPTION OF COMMAND** - Your Force Commander is subject to the temptations of Corruption as much as your other squads, but as a leader his actions carry additional weight. Indeed, every time the Commander unlocks a Corruption trait, he causes one of your other squads to doubt his judgment, and unless that squad is already as corrupt as your Commander, they will also gain Corruption by deploying with the Force Commander.

**REDEMPTION** - Lowering Corruption is also possible. Missions will also have Redeeming conditions, special objectives that when accomplished will reduce your squads' Corruption. There are also special redeeming Purity Seals that can reduce Corruption when worn during a mission. The seals represent acts of penance on the Space Marine's part, such as going into combat with reduced armor or with only limited weaponry.

**THE REWARDS OF PURITY** - Although Corruption has several rewards -- new abilities and bonuses -- the rewards of purity are perhaps less obvious. Beyond the squad's special trait, remaining Pure also means the ability to equip Anointed items. Among the rarest and most potent items in the Space Marines arsenal, these weapons require their wielders to be pure of heart.

**TREASON MOST FOUL** - The gravest price of Corruption is in the lost bonds of brotherhood among Space Marines. If your squads are tempted by the powers of Chaos, the most corrupt of them may well turn against your Commander.

## THE LIBRARIAN

Librarian Jonah Orion joins your strike force of Space Marines in the *Chaos Rising* campaign. A powerful psyker, he weilds amazing powers derived from his traits and wargear. Whenever you unlock a trait of Jonah's, you gain a new passive benefit and the ability to equip a special piece of wargear. This new item will either be a psychic tome (which grants an Ability) or a relic that enhances an Ability he already has. For example, the Tome of Wrath grants the Smite ability, allowing him to fire deadly bolts of lightning; the Staff of Jove enhances the ability, causing that lightning to jump from target-to-target.

The array of tomes and relics makes the Librarian incredibly adaptable. Make sure to try out different load outs and look for enhancing relics to customize the Librarian how you see fit.

## LAST STAND MODE

The Last Stand is a cooperative survival mode that gives gamers control of an individual hero unit and drops a small multiplayer team into a battle against impossible odds. *Chaos Rising* adds two new heroes for you to master: the Tyranid Hive Tyrant and the Chaos Space Marine Sorcerer.

### TYRANID HIVE TYRANT

These gigantic creatures are often found at the core of marauding Tyranid forces, psychically directing and enhancing waves of lesser Tyranids, while demolishing the enemy with their own massive talons and bioweapons. In Last Stand, the Hive Tyrant has the unique ability to summon multiple Tyranid minions to its aid. The Tyrant's size makes it less maneuverable than most units, but also renders it completely immune to suppression and knockback.

### CHAOS SORCERER

Manipulative, cunning and evil, the Sorcerer supports the forces of Chaos with terrible warp powers. In Last Stand, he is capable of widespread destruction through a large variety of damaging spells, though his most unique ability is that of crafting a chaotic Doppleganger of most enemy squads to do his bidding.



## CHAOS SPACE MARINES

### CHAOS LORD

A melee specialist that uses brute force and health draining attacks to crush enemies. When using this hero, Chaos shrines will periodically summon temporary Bloodletters.

### PLAGUE CHAMPION

The Plague Champion can shoot normally while suppressed. He protects friendly infantry from ranged fire with the Breath of Nurgle and can be upgraded to support allies with different plague auras and turrets. Chaos Shrines will heal nearby friendly units and periodically knock away enemy infantry.

### CHAOS SORCERER

The Chaos Sorcerer excels at breaking enemy formations with damaging and disruptive spells. Chaos shrines will be able to cloak nearby friendly units and fire bolts that damage units in an area over time.

## UNITS

### CHAOS HERETICS

Lightly armed melee unit capable of detonating themselves to harm nearby enemies. Can also construct Chaos shrines and use Worship to bolster nearby Chaos units.

### CHAOS SPACE MARINES

Tactically adaptable infantry that can be equipped with multiple weapon upgrades.

### CHAOS HAVOCS

A heavy weapons team capable of suppressing infantry. Can be upgraded with anti-vehicle weapons.

### PLAGUE MARINES

Strong ranged. units that can still shoot normally while suppressed. Their deaths heal friendly units and damage enemies, and they are armed with a Missile Launcher that is effective against vehicles.

## VEHICLES

**CHAOS DREADNOUGHT**
Large walker unit capable of damaging all target types. Can be upgraded to a Missile Launcher or a second melee weapon.

**CHAOS PREDATOR**
Heavy battle tank, equipped with ranged weapons that are effective against infantry and vehicles.

## DAEMONS

**BLOODLETTERS**
A strong melee unit capable of teleportation through the warp. Can also Phase Shift.

**BLOODCRUSHER**
A large Juggernaut daemon that can charge through infantry. Energy is gained from being around melee fighting and worship.

**GREAT UNCLEAN ONE**
An elite melee unit that can vomit bile on enemies, project a poison aura and drag enemies towards itself.

## GLOBAL ABILITIES

*NOTE: The Global Abilities you have access to depend on which Hero you have selected. Each Hero has different abilities.*

## CHAOS LORD ABILITIES:

**MALIGNANT BLINDNESS**
Temporarily reduce all enemy units' sight range to almost nil.

**BLOODLUST**
For a duration your infantry will buff the damage of nearby allies whenever they attack in melee.

**BLOOD SACRIFICE**
Sacrifice a friendly unit to spawn a squad Bloodletters. These daemons will remain so long as they have Energy, which drains over time.



## PLAGUE MARINE CHAMPION ABILITIES:

**TOUCH OF NURGLE**
Bestow the blessings of Nurgle on an allied unit. That unit will explode into a foul cloud on death, damaging nearby enemies and healing nearby allies.

**PLAGUE OF UNDEATH**
Invoke Nurgle's power over death, causing enemy casualties to linger as undead warriors attacking nearby enemies.

**NOXIOUS CLOUD**
Spawn a controllable cloud of death and decay, dealing damage to any enemy infantry within it.

## SORCERER ABILITIES:

**DARK FLAMES**
Creates a line of fire that damages infantry. Infantry will temporarily catch on fire and hurt other nearby infantry.

**MASS WARP**
Teleport all of your units to the Sorcerer's location.

**DAEMONIC SUMONING**
Creates a summoning circle that periodically spawns Bloodletters while activated. These daemons will remain so long as they have Energy, which drains over time.

All Chaos Commanders have access to the final global ability:

**EMPYREAL ABYSS**
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**GENESTEALER BROOD**
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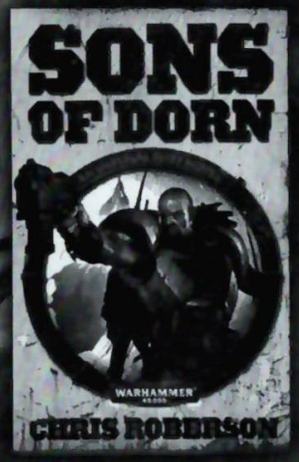

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